DRUID
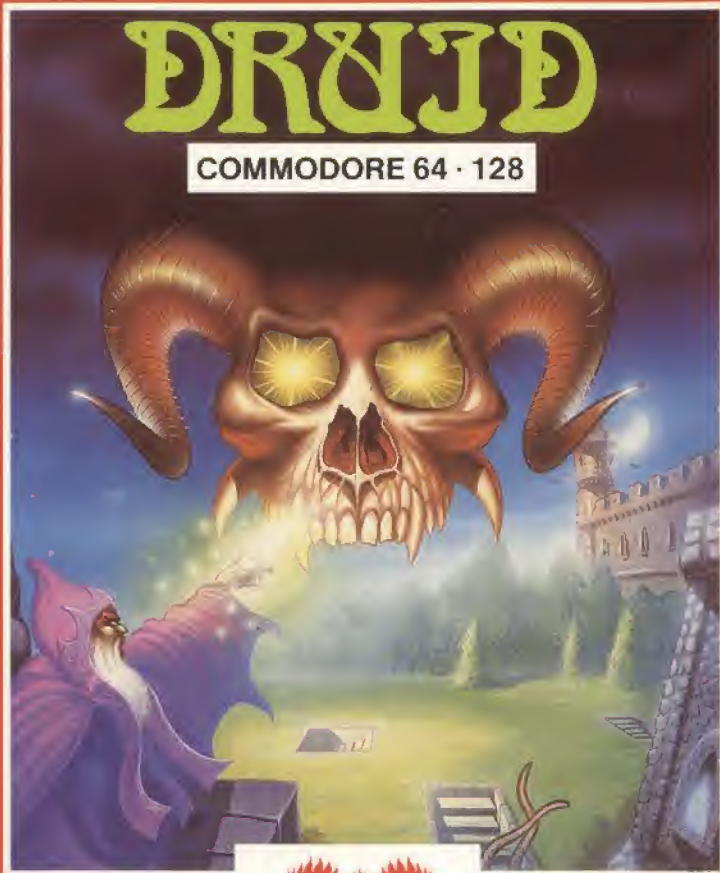
COMMODORE 64 · 128

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DRUID

FIREBIRD

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COMMODORE 64 · 128

FIREBIRD

Missile Spells
Other Spells
Spells Remaining
Golem Status
Magic Chest
Druid
Golem
Magic Chest
Pentagram of Life

LOADING INSTRUCTIONS

SPECTRUM
Type LOAD"" Press ENTER, Press PLAY.

COMMODORE
Hold down SHIFT and press RUN/STOP. Press PLAY

AMSTRAD CPC 6128,664 and CPC 464 with disc.
Hold down SHIFT and press the @ key. Type TAPE,
then press RETURN. Now follow the CPC 464 loading instructions

CPC 464
Hold down CNTRL and press the small ENTER key. Press PLAY.

DRUID

Until now, the balance of power has been held and peace maintained throughout Belorn. But now, four demon princes have appeared through an Inter-dimensional gateway in the dungeons of the evil lich Acamantor.

The Task of destroying the princes and closing the gateway has fallen on you, last of the Great Druids.

The Demon princes are to be found lurking in the darkest depths of the dungeon, and can only be destroyed by use of your most powerful spell, which must, in this case, be transmitted by touch.

Throughout the dungeon, you will find chests containing spells of formidable power to aid you in your quest and Pentograms of life, which will fully revitalize your life essence. Use these resources wisely in order to survive the constant onslaught of the hell-spawned dimensional monsters and face the demon princes.

Succeed, and you may attain the ultimate level of light Master, greatest of all Druids. Fail and become no more than a halfwit, your captive soul joining the many ghosts of those who have preceded you, lost in Acamantor's dungeons.

DRUID CONTROL

	C-64	SPECTRUM AMSTRAD
LEFT	Z	Z
RIGHT	X	X
UP	]	K
DOWN	?	M
FIRE	SPACE	SPACE/L

	C-64	SPECTRUM AMSTRAD
KEY	+	1
INVISIBILITY	–	2
GOLEM	£	3
CHAOS	CLR HOME	4
PAUSE	RUN STOP	H

You may use a joystick (Port 1 on the Commodore).

P will CYCLE THROUGH the missile spells; water, fire and lightning.

GOLEM

Once you have created a golem, either you can control it (Automatic Mode), or a second player can control the golem (Manual mode [not available on the Spectrum]).
Press P (C= on the Commodore) to select between Manual and Automatic golem control while the game is paused.

AUTOMATIC GOLEM

Press A (C= on the Commodore) to command the golem to: WAIT; FOLLOW the druid or SEND the golem in the direction that the druid is facing.

MANUAL GOLEM

COMMODORE: Use a Joystick in Port 2.
AMSTRAD: Use a Joystick if the druid is keyboard controlled, or use keys Z, X, K & M if the druid is joystick controlled.

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